

IN THE CLAIMS

No amendments are made to the claims, which are reproduced for the Examiner's convenience below:

1. (ORIGINAL) A method of providing at least one scrip from a gaming device, comprising the steps of:

accepting a cash-out command in the gaming device;

scanning a magnetically manifested code uniquely identifying a scrip stored in the gaming device;

transmitting a cash-out message comprising the code to a remote processor having access to a database for storing and retrieving codes from a plurality of gaming devices;

receiving a scrip dispense message from the remote processor; and

dispensing the scrip.

2. (ORIGINAL) The method of claim 1, wherein the step of accepting a cash-out command comprises the step of accepting a cash-out command from a remote processor.

3. (ORIGINAL) The method of claim 1, wherein the step of accepting a cash-out command comprises the step of accepting a cash-out command from a user playing the gaming device.

4. (ORIGINAL) The method of claim 1, wherein the transmitted message comprising the code is encrypted by the gaming device according to a key accessible by the remote processor.

5. (ORIGINAL) The method of claim 1, wherein the scrip dispense message is encrypted by the remote processor according to a second key accessible to the gaming device.

6. (ORIGINAL) The method of claim 1, wherein the magnetically manifested code is pre-coded.

7. (ORIGINAL) The method of claim 6, wherein the cash-out message further comprises a cash-out balance.

8. (ORIGINAL) The method of claim 7, wherein the method further comprises the steps of:

accepting the dispensed scrip in a second gaming device;
scanning the magnetically manifested code on the dispensed scrip;
transmitting a cash-in message comprising the magnetically manifested code to the remote processor;
receiving a credit message indicating the cash-out balance;
storing the scrip in the second gaming device for scanning and redistribution by the second gaming device; and
providing a number of credits in accordance with the cash-out balance.

9. (ORIGINAL) The method of claim 8, further comprising the steps of:
accepting a second cash-out command in the second gaming device;
scanning the magnetically manifested code on the stored dispensed scrip in the second gaming device;

transmitting a second cash-out message comprising the scanned magnetically manifested code to the remote processor;
receiving a second scrip dispense message from the remote processor in the second gaming device; and
dispensing the scrip from the second gaming device.

10. (ORIGINAL) The method of claim 1, further comprising the steps of:
obtaining a code uniquely identifying the scrip in the gaming device; and
recording a magnetic manifestation of the code on the scrip.

11. (ORIGINAL) The method of claim 10, wherein the step of generating a code uniquely identifying the scrip in the gaming device comprises the steps of:

transmitting a code request message to the remote processor; and
receiving a message comprising the code from the remote processor.

12. (ORIGINAL) The method of claim 11, wherein the code is generated using a cash-out value received from the gaming device

13. (ORIGINAL) The method of claim 10, wherein the step of generating a code uniquely identifying the scrip in the gaming device comprises the steps of:
generating the code in the gaming device.

14. (ORIGINAL) A device for use in transferring game credits among a plurality of gaming devices, comprising:

a scrip storage unit;
a scrip dispensing unit having a scrip transducer for reading and recording a magnetically manifested code on a scrip retrieved from the scrip storage unit; and
a processor, communicatively coupled to the scrip transducer and a remote processor having access to a database for storing and retrieving code information from the plurality of gaming devices.

15. (ORIGINAL) The device of claim 14, further comprising a scrip acceptance unit having a second scrip transducer communicatively coupled to the processor, the second scrip transducer for reading a magnetically manifested code on a scrip dispensed by one of the gaming devices.

16. (ORIGINAL) The device of claim 15, wherein the scrip dispensing unit further comprises a scrip acceptance unit drive system for depositing the scrip dispensed by one of the gaming devices in the scrip storage unit.

17. (ORIGINAL) The device of claim 16, wherein the second scrip transducer includes a read head for erasing the magnetically manifested code before depositing the scrip in the scrip storage unit.